

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

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Claims 1-20 (cancelled).

21 (new).      A multiple game entry form comprising:

a plurality of gaming spaces, each gaming space having a unique indicator; and

a plurality of selectable selection spaces associated with each of the gaming spaces, the number of selection spaces associated with each of the gaming spaces being fixed, one of the selection spaces associated with each of the gaming spaces collectively defining one of a plurality of separate game sets.

as 22 (new).      The multiple game entry form of claim 21, wherein the form is printed on a substrate.

23 (new).      The multiple game entry form of claim 22, wherein the form is in a computer-readable format.

24 (new).      The multiple game entry form of claim 21, wherein the form comprises an image displayed on a video screen display.

25 (new).      The multiple game entry form of claim 21, wherein the gaming spaces have a shape.

26 (new). The multiple game entry form of claim 25, wherein the shape is a four-leaf clover.

27 (new). The multiple game entry for of claim 25, wherein the shape is a square.

28 (new). The multiple game entry form of claim 21, wherein the selection spaces have a shape.

29 (new). The multiple game entry form of claim 28, wherein the shape is a four-leaf clover.

30 (new). The multiple game entry form of claim 28, wherein the shape is a square.

as 31 (new). A multiple game entry system comprising:

an entry form, the form having a plurality of gaming spaces, each gaming space having a unique indicator and a plurality of selectable selection spaces associated with each of the gaming spaces, the number of selection spaces associated with each of the gaming spaces being fixed, one of the selection spaces associated with each of the gaming spaces collectively defining one of a plurality of separate game sets;

an input element; and

a controller,

the controller programmed to process selection space selections from the input element.

32 (new). The system of claim 31, wherein the entry form is a video screen display.

33 (new). The system of claim 32, wherein the input element is at least one of the following: a touch sensitive video display screen, an element for indexing a cursor to a selected game space and its associated selection spaces, a key pad, a light pen, a mouse, or a joystick.

34 (new). The system of claim 32, further comprising at least one indicia altering apparatus for a gaming event having a predetermined number of random outcomes, each random outcome corresponding to one gaming space, and the at least one indicia altering apparatus is configured for presenting each random outcome to a player by altering at least one displayed game space indicator for one of the gaming spaces.

35 (new). The system of claim 34, further comprising at least one computation display area for displaying game statistics of a player.

as 36 (new). The system of claim 31, further comprising at least one computation display area for displaying game statistics of a player.

37 (new). A multiple game entry form comprising:  
a plurality of gaming spaces, each gaming space having a plurality of corners and a unique indicator;  
a selectable selection space disposed in each corner of each of the gaming spaces; and  
the selection spaces disposed in one of the corners of each of the gaming spaces collectively defining one of a plurality of separate game sets.

38 (new). The multiple game entry form of claim 37, wherein the form includes indicia printed on a substrate.

39 (new). The multiple game entry form of claim 38, wherein the form is in a computer readable format.

40 (new). The multiple game entry form of claim 37, wherein the form comprises an image displayed on a video screen display.

41 (new). The multiple game entry form of claim 40, further comprising at least one computation display area for displaying game statistics of a player.

42 (new). The multiple game entry form of claim 37, further comprising at least one computation display area for displaying game statistics of a player.

43 (new). A multiple game entry form comprising:

as a plurality of gaming spaces, each gaming space being in the shape of a square and including a unique indicator;

each gaming space having four selectable selection spaces;

a first selection space disposed in a first corner of each gaming space, the first selection spaces collectively defining a first game set;

a second selection space disposed in a second corner of each gaming space, the second selection spaces collectively defining a second game set;

a third selection space disposed in a third corner of each gaming space, the third selection spaces collectively defining a third game set; and

a fourth selection space disposed in a fourth corner of each gaming space, the fourth selection spaces collectively defining a fourth game set.

44 (new). The multiple game entry form of claim 43, wherein the form includes indicia printed on a substrate.

45 (new). The multiple game entry form of claim 44, wherein the form is in a computer readable format.

46 (new). The multiple game entry form of claim 43, wherein the form comprises an image displayed on a video screen display.

47 (new). The multiple game entry form of claim 46, further comprising at least one computation display area for displaying game statistics of a player.

48 (new). The multiple game entry form of claim 43, further comprising at least one computation display area for displaying game statistics of a player.

49 (new). A multiple game entry form consisting of:

a plurality of gaming spaces, each gaming space being in the shape of a square and including a unique indicator;

a first selection space disposed in a corner of each gaming space, the first selection spaces collectively defining a first game set;

a second selection space disposed in a corner of each gaming space, the second selection spaces collectively defining a second game set;

a third selection space disposed in a corner of each gaming space, the third selection spaces collectively defining a third game set; and

a fourth selection space disposed in a corner of each gaming space, the fourth selection spaces collectively defining a fourth game set.

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